Fig. 1

Variable Speed Playback Device **200**

Jitter Buffer **100**

Jitter Buffer Manager **300**
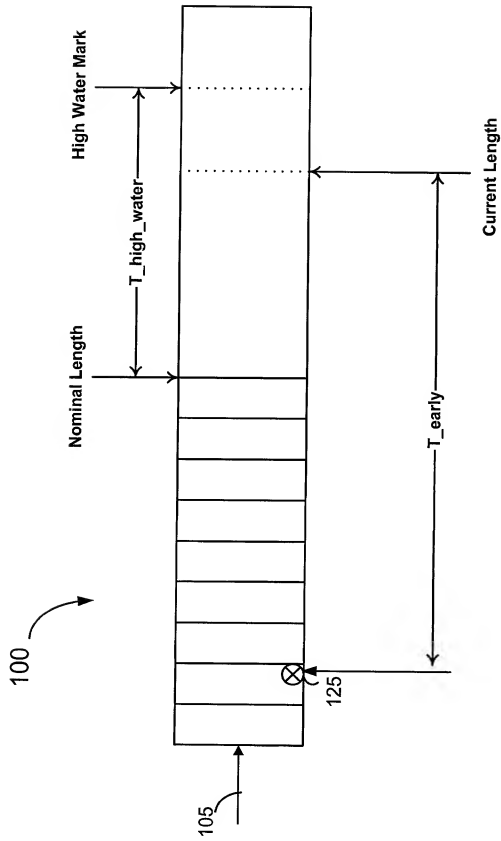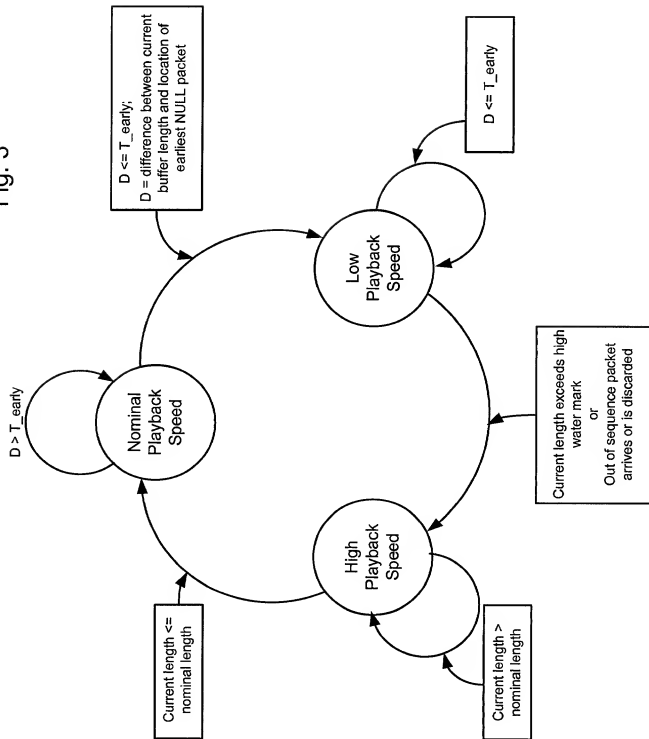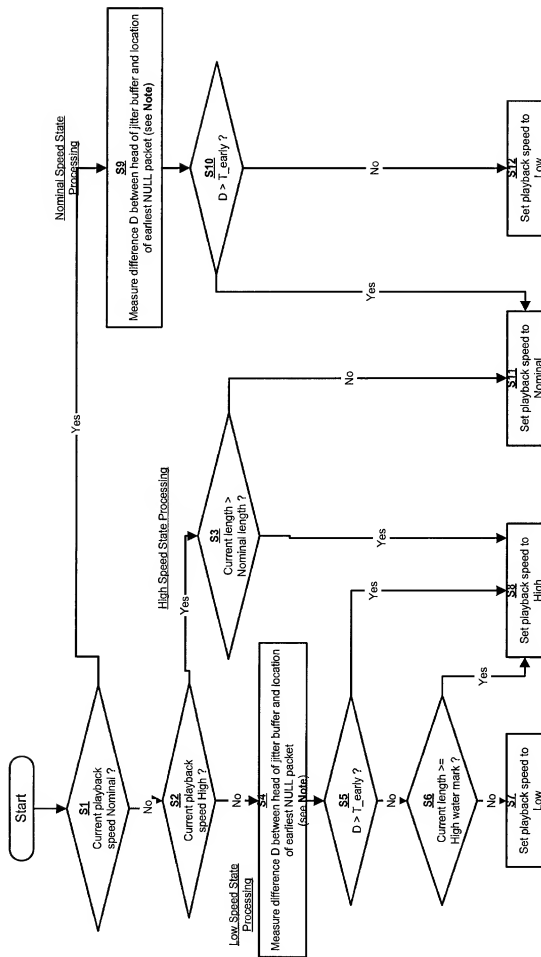
115

110

105

Fig. 2

Fig. 3

Fig. 4

Note: If an out of sequence packet arrives (filling the NULL) or the NULL packet surpasses the head of the buffer (i.e. the packet is discarded) D = Infinity

Fig. 5

Client 500A — 501 → 502 → Jitter Buffer 503 → 602 → Jitter Buffer 603 → 601 → Conference Bridge Over IP 600

Client 500N — 501 → 502 → Jitter Buffer 503 → 602 → Jitter Buffer 603 → 601 → Conference Bridge Over IP 600